

JSC Softball League Rules

Starport Softball Rules:

Unless otherwise stated in these rules and the [Gilruth Code of Conduct](#), the league rules shall be the official rules of softball, written by the Gilruth Fitness and Recreations Department and published by the Amateur Softball Association. The Gilruth

A. Field Equipment:

1. All balls will be supplied by the Gilruth. Inserting an illegal ball into a game will result in a disqualification.

A batter using an illegal, altered, or non-approved bat shall be called out and disqualified from the game, and the bat shall be removed from the field of play. **During the game the Umpire(s) decision shall be final and not subject to protest.** Runners may not advance on any hit from an illegal, altered, or non-approved bat, and must return to the original base reached prior to the use of that bat.

2. **New policy: Any umpire has the authority to confiscate any bat at any time that he judges to be "suspect" or has been involved in a play when an infielder/pitcher has been injured with a batted ball. The bat will be examined and returned to the player once it is declared legal or confiscated and destroyed if it is deemed to be altered / illegal. NO EXCUSES WILL BE ACCEPTED FOR BRINGING ILLEGAL EQUIPMENT ON THE FIELD. FAILURE TO SURRENDER THE BAT IN QUESTION WILL RESULT IN AUTOMATIC LIFETIME BAN FROM PLAYING AT THE GILRUTH REC CENTER.**

First offense: 3 month suspension
Second offense: 1 year suspension
Third offense: Lifetime suspension

4. Metal cleats or spikes of any kind may not be used, including metal-tipped cleats. Players wearing such cleats (whether in the game or not) shall be removed from the playing area (dugout, field, and coaches' boxes) while wearing the illegal spikes. The offending player may reenter the game once the spikes have been removed.

B. Scheduling and Completion of Games:

1. **Seven innings or 50 minutes** (which ever comes first) shall constitute a complete game. All games will start at 6:00 PM. Forfeit time is game time. If a team cannot field a team at 6:00 PM, it shall have a 10-minute grace period to get the minimum number of players to start a game. A 5 minute grace period is in effect for all other games. After 6:00 PM, a team **MUST** begin play as soon as the minimum number of players (8) is present.
2. If a game is called due to weather conditions or safety reasons, the losing team must have batted at least four (4) innings for the game to be official. If less than 4 innings the game will be rescheduled and resumed

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at the inning which it ended. If the game is tied after seven (7) innings, then extra innings shall be played with an International tie-breaker, 1 inning only, Regular count.

MAKE UP GAMES

Make up games will be scheduled as following:

1. A 2 week period at the end of the regular scheduled season has been designated for makeup games and rescheduling.
2. All rescheduled games after designated 2 week grace period will be played as double headers (coed only)

If you are in doubt a game has been canceled, the following steps should be followed:

1. Call the rain out information line : **281-483-8655**
2. Check the Starport Web site: <http://www.starport.jsc.nasa.gov>
3. Show up at the field.

A game shall not be postponed or canceled due to weather conditions unless agreed upon by the Gilruth Recreations Manager. Team members should be warned that just because it is raining in their part of town, it may not necessarily be raining at the ball field; or it may be dry at the field by game time. All decisions will be made no later than 4:00 pm on game day via List Server or Rainout hotline.

GAME RULES

Team Rosters & Composition

Player Roster – All players must be listed on the registration form submitted to the Gilruth along with the signature prior to competition. No player on the roster will be aloud to play without a signature.

Individual Player Eligibility:

Regular Season

1. Players cannot be on multiple rosters for the same league, on the same night. Players cannot be added to Rosters between end of season and Playoffs.
2. Players participating only in the Men's D and DD league are eligible to play on one coed team during the regular season.
3. Men participating in Coed play (only) will be eligible to play on 2 coed teams but on different nights.
4. Women will be allowed to play on 2 coed teams (only) during league play.

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Playoffs

1. In order to be eligible for the post-season playoffs, a player must participate in or be present for a minimum of three (3) games during the regular season.
2. For Competitive teams, ONLY players on that teams official roster registered with the Gilruth will be allowed to participate in Playoffs
3. **(COED ONLY)** During the playoffs pick up players may be selected from the teams no longer eligible for the playoffs or from the free agent list on the starport website.
4. No players can be picked up from the Men's League to participate in the Coed playoffs.
5. Players whose teams have qualified in the playoffs may not be picked up for substitution.
6. If necessary, rosters will be checked during playoffs.

All teams are encouraged to use the free agent list for substitute players. This list is updated on a weekly basis of eligible players. If a player is added to the roster from this list please update this info to the Gilruth Center so that player can be removed from the list.

***(For Coed Only) It is the judgment of the Recreations Manager and the Umpire to deny any player of higher skill level to participate in the Coed Recreational League for safety and integrity reasons.**

Roster Requirements:

- a. If at any time a team is unable to complete the season due to Govt. schedule conflicts, injuries or employee job transfer, the Recreations Manager may allow that team to add additional players. Permission to add a player under such circumstances must be requested before game day. Each request will be handled on an individual basis.
- b. Teams may not pick up players that are registered with another team in the same league.
(Exception for coed/2 team max)
- c. If a player's identity is in question, a protest must be filed prior to the last out of the game. This player must provide proper identification during that game. Failure to provide proper identification may result in a forfeit of that game.
- d. Rosters are limited to 15 members.
- e. **(Competitive Only)** Participants may play on one team per league per day.
- f. **(Coed only)** Participants may play on multiple teams provided the teams do not play on the same day. (Skill level). Special requests must be reviewed and approved by the Recreation Manager.

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Team Composition:

Each team shall be composed of 10 or fewer players on the field. There is no maximum number of players for the batting order. A team must begin a game with at least eight players. When beginning a game with fewer than 10 players, a team may add players to the batting order from their roster to the field as players arrive (in accordance with Rule 3.4).

All players must be sixteen (16) years of age to participate.

1. If a player is ejected from a game, he/she must be replaced with a legal substitute of the same gender. If a legal substitute is not available the team shall end in a forfeit in favor of the team not at fault.

2. If a team **starts** with eight (8), nine (9) or ten (10) players, they will **not** be charged with an out for the missing player(s).

3. CO-ED teams must start a game with a minimum of 4 males and 4 females in the field of play. A team may play with unequal numbers of males and females, but must take an "automatic out" if doing so. For example, if a team plays with 5 females and 4 males, an automatic out will be recorded in the #10 position in the batting order.

4. A team beginning play with less than ten (10) players may add the ninth (9) and tenth (10) players at any time. The player need not appear in the field before batting, but must assume the ninth and or tenth position(s) in the batting order.

Batting Order:

The batting order of each team must be on the lineup card and must be delivered before the game by the manager or captain to the official scorekeeper of the opposing team **five (5)** minutes before game time

If an error is discovered while the incorrect batter is at bat, the correct batter may take his place and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal.

If a error is discovered after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base as a result of obstruction, an error, a hit batsman, walk, dropped third strike or a base hit shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who follows the legal batter in the line up.

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SPECIAL COED MODIFICATIONS

1. The batting order must alternate males with females...
2. A male batter who receives a walk (intentional or not) will be awarded second base. Runners advance if forced. The next batter (a female) will bat. Exception: With two outs, the female batter has the option to walk or bat
3. **Courtesy runners will be allowed** for injured players. All courtesy runners must be the last player to have made an out. In coed play, the courtesy runner must be of the same gender.

FORFEITS:

League umpires and Recreation Manager have the authority to determine forfeits. Forfeits will result but are not limited to the following reasons: ineligible player, absence from a scheduled event, or unsportsmanlike conduct.

Grounds for forfeit:

1. A FORFEITED shall be declared by the Umpire in favor of the Team not at fault in the following cases: The score of a forfeited game shall be 10-0 in favor of the team not at fault.

- A.** If a Team fails to appear on the Field, or refuses to begin the Game for which it has been scheduled, at the time the Game was assigned.
- B.** If a Team uses tactics noticeably designed to delay or hasten the playing of a Game.
- C.** If an ejected player does not leave the field immediately when ordered to do so.
- D.** If for any reason a Team does not have the designated number of Players to begin or continue the Game.
- E.** If, after a warning by the Umpire, any one of these Rules is willfully violated.
- F.** All Umpire is encouraged to employ his best discretion to avoid forfeiture of any Game, within the scope of good reasoning.

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Team forfeit:

A forfeit deposit is required; the amount will be enough to cover 2 games, \$36.00 for Coed teams, and \$64 for Men's teams.

When the forfeit deposit falls below this number it is the responsibility of that team to bring the deposit back up to the minimum. Questions regarding forfeit deposits should be directed to Terence Davis @ 281-483-0304.

1. If Starport is notified at least 24 hours in advance that your team will not be playing you will not be charged Umpire fees for a forfeit. If notified less than 24 hours in advance your team will be held responsible for Umpires fees for BOTH teams.
2. If a game has been officially declared a forfeit, teams may scrimmage on the field but umpires and scorekeepers are not obligated to work the scrimmage. Such competition will not be sanctioned as an official contest, and participants will be playing at their own risk.
3. A double forfeit shall count as a full loss for both teams in the standings.

If a team forfeits more than twice in a season, they may be disqualified from that season.

PROTEST

A **PROTESTED GAME** consist of a difference in opinion on the field between the protesting team and the Umpire regarding the application or interpretation of either Official Printed Playing Rules, or Specially Adopted Ground Rules.

Allowable protests should be first lodged by the team captain to the game umpire prior to the next pitch, legal or illegal. If unsatisfied with the ruling, the captain must then lodge his/her protest to the Umpire or Recreations Manager. This should be done during the same stoppage of the game that the initial complaint was made. The Official or Recreations Manager will then rule on the protest. A protest of the ruling must be made verbally by the Team Captain before the next pitch, legal or illegal. Failure to follow this procedure will invalidate the protest.

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Miscellaneous

Fighting, Arguing with Umpires WILL NOT be tolerated and will result in an ejection (for players or fans). All games will be conducted and ruled by the umpires and all persons must respect their authority. Unsportsmanlike conduct, profanity, abusive language, fighting, intentional contact or any action or behavior that impedes umpires from performing their duties will not be tolerated under any condition and will be subject to penalties described below.

a. Violation: Unsportsmanlike conduct, profanity, or abusive language, including verbal attacks or abuse directed at umpires or scorekeepers.

Penalty: Minimum of ejection from game, with a possible maximum of one year loss of eligibility, and possible forfeiture of game.

b. Violation: Offensive and/or derogatory remarks made by players, coaches and/or spectators directed at the opposing team or its fans.

Penalty: Once the umpire has issued a warning to ANY team member or its fans, the first violation after such warning will result in ejection of the offending person (if a player or coach) AND assessment of an administrative out to the offending team. The second violation by ANY MEMBER of the same team or its fans will result in **forfeiture of the game**.

c. Violation: Use of deliberate and/or unnecessary force when going into a base.

Penalty: Immediate ejection from the game and suspension of the next two games played.

Report ALL injuries to your Umpire immediately. In the event of an emergency please notify Starport Staff inside the Gilruth Center. If there is need of an ambulance call 281.483.3333 from a cell phone or use the Blue Phone located at field 3 or at the west end of the soccer field. If using the blue phone stay on the line while EOC connects you to EMS and be prepared to give clear details of your location so that emergency personnel can arrive as quickly as possible to provide assistance

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Miscellaneous

NO PETS ALLOWED ON GILRUTH FACILITY

NO CHILDREN IN DUGOUT.

Updated 8/18/08

NO ALCOHOL IN DUGOUT

The consumption of beer is allowed at the softball fields, but it must be kept out of the team bench area. BEER IN CANS ONLY - No glass bottles, wine coolers or hard liquor are allowed at or near the playing fields. Player(s) consuming beer inside dugouts will result in a forfeit. Teams in multiple violations anytime during the season after will include expulsion from the league.

Updated 5/29/08

GLASS BOTTLES AND CONTAINERS

No glass bottles/containers are allowed near the playing fields! Even if you are pouring it into a cup. Any team found in possession of glass containers **WILL FORFEIT** the game automatically. **THIS IS YOUR WARNING!** No other warnings will be issued. **NO EXCEPTIONS!** If it is prior to your game, you will forfeit your game. If it is after your game, you will forfeit your next game. It doesn't matter if it is just one person on your team and the rest have gone home.

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Umpire Fees:

\$9 per team for Coed Recreational.

\$16 per team all Men's Leagues w/2 Umpires.

\$10 per team all Men's Leagues w/1 Umpire.

Balls and Strikes:

- a) Balls and strikes will be called with the assistance of a “strike mat” placed behind the plate. If the ball hits any part of the “strike” mat or home plate, it’s a strike!
- b) In terms of pitch arc, it should be a 6-12 foot arc. For those unfamiliar with this rule, a pitch must go higher than six feet high at its highest point, but it is not to exceed 12 feet. Pitches that are deemed to be well outside the 6-12 foot parameter are deemed illegal pitches (by the umpire) and are counted as automatic balls in the batter’s count, unless the batter swings.
- c) The catcher must allow the pitch to hit the mat or the ground before returning the ball to the pitcher. If the catcher catches the pitch before it hits the mat or in any way obstructs the umpire’s view, the pitch shall be declared a ball. If the batter inhibits the ball from striking the mat in any way, the pitch shall be declared a strike.
- d) Any pitch, declared illegal by the umpire (not in the arc limit of 6 to 12 feet), hit by the batter shall be a live ball.

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Coed Recreational Rules:

Count: 3-2, 1 courtesy foul.

Home Runs: 2 - by female only. Men hitting ball over fence are out.

Max Runs/Inning: 6 run per inning, or enough to catch up.

Run Rule: 20 runs.

Walks: Male walks=2 bases. Male walks with 2 outs, female has option to walk or bat.

Defense: 2/2 outfield, 2/2 infield, 1/1 battery. Only 1 female in front of line when female is batting.

Coed Competitive Rules:

Count: 3-2, 1 courtesy foul.

Home Runs: 3 for men, unlimited for female.

Run Rule: 20 after 3 innings, 12 after 4 innings.

Walks: Male walks=2 bases. Male walks with 2 outs, female has option to walk or bat.

Defense: 2/2 outfield, 2/2 infield, 1/1 battery. Only 1 female in front of line when female is batting.

All Bat/All Play.

Men's C Rules:

Count: Full count, no courtesy foul.

Home Runs: 5+1

Run Rule: 20 after 3 innings, 12 after 4 innings.

Stealing Allowed.

12 players play/bat.

Men's D Rules:

Count: Full count, no courtesy foul.

Home Runs: 3+1

Run Rule: 20 after 3 innings, 12 after 4 innings.

Stealing Allowed.

12 players play/bat.

Men's DD Rules:

Count: 3-2, no courtesy foul.

Home Runs: 1+1

Run Rule: 20 after 3 innings, 12 after 4 innings.

NO Stealing Allowed

All Bat/All Play.